

Type	L #	Hits	Search Text	DBs
1	BRS	L1	4 4415153 .pn. ²	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
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3	BRS	L3	702 (463/36-38) .cc1s.	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
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5	BRS	L5	181 (463/46) .cc1s.	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
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7	BRS	L7	2 or 3 or 4 or 5 or 6 1127	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
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9	BRS	L9	3995 2 or 3 or 4 or 5 or 6 or 7 or 8	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
10	BRS	L10	4011 target and hammer	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
11	BRS	L11	16 9 and 10	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB
12	BRS	L12	5666 moving adj target	USPAT; US-PPGPUB; EPO; JPO; DERWENT; IBM TDB

Type	L #	Hits	Search Text	DBs
13	BRS	L13	33 9 and 12	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

	Issue Date	Pages	Title	Document ID	Current OR
1	20021226	34	Firearm laser training system and method facilitating firearm training for extended range targets with feedback of firearm control	US 20020197584 A1	434/21
2	20021003	17	Rehabilitation apparatus and method	US 20020143277 A1	600/595
3	20020328	11	Real-time head tracking system for computer games and other applications	US 20020037770 A1	463/36
4	20020321	45	Wireless, relative-motion computer input device	US 20020033803 A1	345/158
5	20030318	22	Method and system for remote control of mobile robot	US 6535793 B2	700/259
6	20020416	13	Cursor control system with tactile feedback	US 6373463 B1	345/156
7	20011127	22	Network-linked Laser target firearm training system	US 6322365 B1	434/21
8	200111002	8	Missile firing simulator with the gunner immersed in a virtual space	US 6296486 B1	434/12
9	20010605	25	System and method for controlling host system interface with point-of-interest data	US 6243076 B1	345/156
10	20010306	11	Goal directed user interface	US 6196917 B1	463/2

Issue Date	Pages	Title	Document ID	Current OR
20001121	50	Method and system for displaying multimedia data using pointing selection of related information	US 6151017 A	715/500.1
20000829	22	Heightened realism for computer-controlled units in real-time activity simulation	US 6110215 A	703/6
20000425	13	System and method for automatically adjusting game controller sensitivity to player inputs	US 6053814 A	463/36
19991026	45	Game apparatus having incentive producing means	US 5971850 A	463/23
19981208	9	Lead demonstrator	US 5846083 A	434/19
19980120	13	Ring-swing skill game	US 5709604 A	463/23
19970624	19	Shooting simulating process and training device using a virtual reality display screen	US 5641288 A	434/21
19970107	12	Laser weapon simulator apparatus with firing detection system	US 5591032 A	434/22

	Issue Date	Pages	Title	Document ID	Current OR
19	19960903	17	Target practice apparatus	US 5551876 A	434/16
20	19950523	6	Reaction time enhancer for training firearm aiming	US 5417573 A	434/21
21	19941206	47	Game apparatus having incentive producing means	US 5370399 A	463/23
22	19940614	11	Recording target	US 5321263 A	250/316.1
23	19940125	12	Shooting simulating process and training device	US 5281142 A	434/19
24	19930316	12	Shooting simulating process and training device	US 5194006 A	434/19
25	19910730	58	Machine gun and minor caliber weapons trainer	US 5035622 A	434/23
26	19901016	7	Device and method for improving shooting skills	US 4963096 A	434/21
27	19900605	21	Device for training welders	US 4931018 A	434/234

	Issue Date	Pages	Title	Document ID	Current OR
28	19890704	20	Video target response apparatus and method employing a standard video tape player and television receiver	US 4844476 A	463/5
29	19890214	17	Weapon training simulator system	US 4804325 A	434/22
30	19871208	7	Exercise apparatus for use with video game	US 4711447 A	463/37
31	19831115	28	Figure displaying game apparatus	US 4415153 A	463/23
32	19800513	10	Shot simulating apparatus	US 4202115 A	434/19
33	19751028	8	Firearms training apparatus and method	US 3914879 A	434/19

	Issue Date	Page #	Title	Document ID	Current OR	Current XRef
19	19940405	14	Vehicle simulator including cross-network feedback	US 5299810 A	463/2	273/442; 434/69; 463/30
20	19931109	8	Apparatus and method for playing a court game	US 5259625 A	473/473	273/371
21	19930316	12	Shooting simulating process and training device	US 5194006 A	434/19	273/371; 434/16; 434/17; 434/18
22	19900529	29	Multiple stamp motion objects in a video game system	US 4930074 A	463/31	345/536; 345/564; 345/682; 463/2; 700/91
23	19900227	27	Collision detection system for video system	US 4905147 A	463/31	463/2
24	19900116	28	Lookahead pipeline for processing object records in a video system	US 4894774 A	463/31	345/473; 345/530; 345/781; 463/2
25	19731211	30	METHOD OF EMPLOYING A TELEVISION RECEIVER FOR ACTIVE PARTICIPATION	US 3778058 A	463/3	340/323R; 345/156; 463/37

L #	Hits	Search Text	DBs
1	L1	109047 image adj processing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
2	L2	11302 object near movement	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
3	L3	165465 game	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
4	L4	191 1 and 2 and 3	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
5	L5	646 (463/30-31).cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
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10	L10	196 (463/46).cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
11	L11	1896 5 or 6 or 7 or 8 or 9 or 10	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
12	L12	140 273/348.cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
13	L13	140	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
14	L14	309	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
15	L15	82	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
16	L16	643	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
17	L17	2527	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
18	L18	856	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
19	L19	8	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
20	L20	4	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
1 L1	109047	image adj processing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
2 L2	11302	object near movement	USPAT; US-PGPUB; EPO; JPO; DERWENT;
3 L3	165465	game	IBM TDB
4 L4	191	1 and 2 and 3	USPAT; US-PGPUB; EPO; JPO; DERWENT;
5 L5	646	(463/30-31).cc1s.	IBM TDB
6 L6	750	(463/36-38).cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
7 L7	126	(463/23).cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
8 L8	379	(463/43).cc1s.	IBM TDB
9 L9	248	(463/7-8).cc1s.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
10 L10	196	(463/46).cc1s.	IBM TDB
11 L11	1896	5 or 6 or 7 or 8 or 9 or 10	USPAT; US-PGPUB; EPO; JPO; DERWENT;
12 L12	140	273/348.cc1s.	IBM TDB

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13 L13	140	273/359.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
14 L14	309	273/371.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
15 L15	82	273/378.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
16 L16	643	12 or 13 or 14 or 15	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
17 L17	2527	11 or 16	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
18 L18	856	strike near object	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
19 L19	8	3 and 17 and 18	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
20 L20	4	16 and 18	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
21 L21	1196	striking near object	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
22 L22	125	3 and 21	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
23 L23	11	2 and 22	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
24 L24	118636	input adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

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25	L25	1394829	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
26	L26	3588	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
27	L27	10	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
28	L28	17	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
29	L29	411	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
30	L30	51	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
1	20030710	42	Game machine and method of controlling image display of the game device	US 20030130037 A1	463/37	
2	20030116	17	Computer readable recording medium recording a program of a video game, program of a video game, video game processing method, and video game processing apparatus	US 20030013508 A1	463/8	
3	20021017	34	Video game device, video game method, video game program, and video game system	US 20020151337 A1	463/8	
4	20020919	22	Image processing apparatus, image processing program, and recording medium having the program recorded thereon	US 20020132665 A1	463/30	
5	20020912	46	Video game system and video game memory medium	US 20020128070 A1	463/43	463/30
6	20010823	29	Video game system	US 20010016518 A1	463/36	463/30;
7	20010823	27	Video game system	US 20010016517 A1	463/36	463/37
8	20010614	40	Entertainment system, entertainment apparatus, recording medium, and program	US 20010003708 A1	463/7	463/30; 463/33; 463/8
9	20031021	24	Game system and information storage medium	US 6634948 B1	463/42	463/40; 463/43
10	20031021	69	Video game system and video game memory medium	US 6634947 B1	463/36	463/31; 463/32; 463/37; 463/38; 463/39

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
11	20030603	44	Video game system and video game memory medium	US 6572478 B2	463/43	463/1; 463/2; 463/30; 463/31; 463/32; 463/33; 463/35; 463/5; 463/7
12	20030401	68	Video game system and video game memory medium	US 6540612 B1	463/31	463/32; 463/36; 463/37;
13	20020430	38	Image generation device and information storage medium	US 6379249 B1	463/31	273/148B; 345/418; 345/419; 463/1; 463/2; 463/30; 463/32; 463/34; 463/36; 463/37; 463/38; 463/39; 463/5; 463/7; 463/8
14	20011002	46	Video game system and video game memory medium	US 6296570 B1	463/30	463/35
15	20010717	68	Video game system and video game memory medium	US 6261179 B1	463/23	463/30; 463/31; 463/7
16	20010327	29	Control input device and game system	US 6206783 B1	463/36	273/148B
17	20000418	23	Game image display method and game device	US 6050896 A	463/32	463/30
18	19980331	19	Boxing arcade game	US 5733193 A	463/8	

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
1	20030828	50	Method, storage medium, apparatus, data signal, and program for generating image of virtual space	US 20030162592 A1	463/33	
2	20030710	42	Game machine and method of controlling image display of the game device	US 20030130037 A1	463/37	
3	20021017	34	Video game device, video game method, video game program, and video game system	US 20020151337 A1	463/8	
4	20030325	9	Billiards rack and associated methods of playing billiards	US 6537156 B1	473/40	473/1
5	20021126	10	Sportnet	US 6485373 B1	473/197	473/162
6	20020618	26	Exercise game system	US 6406408 B1	482/92	482/148; 482/93
7	20010821	25	Three-dimensional imaging system, game device, method for same and recording medium	US 6278418 B1	345/7	345/156; 345/8
8	20001219	22	Interactive electronic sword game	US 6162123 A	463/37	273/148B; 345/156
9	20000718	30	Exercise game system	US 6090019 A	482/92	482/148; 482/93
10	19980818	9	Apparatus and method for use in a hand game	US 5794937 A	273/447	
11	19980331	19	Boxing arcade game	US 5733193 A	463/8	
12	19970610	24	Exercise game system	US 5637061 A	482/92	482/121; 482/148
13	19960528	27	Control interface apparatus	US 5521616 A	345/156	273/148B
14	19960430	25	Low rebound sports target	US 5511775 A	473/454	273/400; 273/402

	Issue Date	Page #	Title	Document ID	Current OR	Current XRef
15	19950829	20	Conveyor playing surface game	US 5445376 A	273/108; 273/113; 273/118A; 273/118R	
16	19950228	8	Bombardier game with housing for sighting a target and supporting releasable bombs	US 5393068 A	273/351	
17	19950103	13	Electronic paddle game device	US 5377996 A	273/330	
18	19941122	25	Exercise game system	US 5366427 A	482/92	273/123R; 473/575; 482/121; 482/148; 482/93
19	19940222	15	Control interface apparatus	US 5288078 A	463/39	345/156; 463/8
20	19940215	7	Golf swing training system	US 5286028 A	473/141	273/DIG.30; 473/409
21	19930330	8	Golfing dart game apparatus	US 5197743 A	273/378	273/348; 273/389; 273/408; 273/409
22	19910528	8	Field game apparatus and method	US 5018746 A	473/474	
23	19900731	12	Ball batting game apparatus	US 4944513 A	473/428	124/26; 124/36; 124/38;
24	19850409	7	Target structure	US 4509760 A	273/380	273/384; 273/393; 273/405
25	19811006	3	Bat-like, bubble-blowing device	US 4292754 A	446/19	446/71; 473/567
26	19810113	4	Competitive game apparatus	US 4244573 A	273/119R	273/129W

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
27	19790417	6	Game apparatus including a resilient projectile with a plurality of legs	US 4149723 A	273/348	473/569
28	19781017	10	Target game with releasable objects and rotating target member	US 4120497 A	273/351	
29	19780919	6	Pool table golf game	US 4114876 A	273/108.21	273/123R; 473/20
30	19780314	7	Rotatable bar game	US 4078794 A	273/445	
31	19770705	7	Amusement game	US 4033585 A	273/120R	273/118R; 273/119R
32	19750218	8	GAME APPARATUS WITH ROTATING STRIKER MEANS	US 3866911 A	273/440	473/575
33	19741231	8	BUMPER POOL GAME WITH IMPACT RESPONSIVE ACTUATION-DEACTUATION STRUCTURE FOR MARKING AND UNMARKING OF SELECTED BUMPER ELEMENTS	US 3857567 A	273/123A	200/61.11; 273/127R
34	19741203	8	HOCKEY-TYPE GAME APPARATUS	US 3851880 A	473/471	273/108; 273/129R; 273/DIG.4; 273/DIG.5; 473/230; 473/280; 473/325; 473/563; 473/601; 473/603; 473/610
35	19740129	6	MISSILE ACTUATED TARGET LEVER	US 3788643 A	273/379	124/79
36	19731127	6	BALANCE TOY	US 3774908 A	273/459	177/46; 446/297; 446/396

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
37	19730206	4	GOLF GAME DEVICE	US 3715123 A	473/159	473/164; 473/165; 473/171; 473/3;
38	19721017	4	PROJECTILE DISPLACING APPARATUS INCLUDING STRESSIBLE STRANDS AND MISSILES	US 3698714 A	273/119R	273/108; 273/129R; 273/334; 473/575
39	19950103	13	Electronic paddle and ball game - has impact sensors on impact surface of paddle and electronic audible output signal generating surface	US 5377996 A		

L #	Hits	Search Text	DBs
1	L1	109047 image adj processing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
2	L2	3 whacking adj game	USPAT; US-PGPUB; EPO; JPO; DERWENT;
3	L3	2 5026051.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
4	L4	2 5390938.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
5	L5	7874 game adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
6	L6	9003 game adj apparatus	USPAT; US-PGPUB; EPO; JPO; DERWENT;
7	L7	12 game and whacking	USPAT; US-PGPUB; EPO; JPO; DERWENT;
8	L8	1928 (strike or striking) near object	USPAT; US-PGPUB; EPO; JPO; DERWENT;
9	L9	39 (5 or 6) and 8	USPAT; US-PGPUB; EPO; JPO; DERWENT;
10	L10	118636 input adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT;
11	L11	409 hammer and 10	USPAT; US-PGPUB; EPO; JPO; DERWENT;
12	L12	6 (5 or 6) and 11	USPAT; US-PGPUB; EPO; JPO; DERWENT;

L #	Hits	Search Text	DBs
13	L13	3225 (345/156-158).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
14	L14	1829 (345/173).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
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18	L18	227 (178/18.04).ccls	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
19	L19	5658 13 or 14 or 15 or 16 or 17 or 18	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
20	L21	196 463/7.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
21	L22	126 463/23.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
22	L23	750 463/36-38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
23	L24	21938 (strike or striking) and target	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
24	L25	79 (21 or 22 or 23 or 19) and 24	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
25	L28	display and (protective adj glass)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
26	L29	29	USPAT; US-PGPUB; EPO; JPO; DERWENT;
27	L30	2544	IBM TDB
28	L31	1	USPAT; US-PGPUB; EPO; JPO; DERWENT;
29	L32	449	IBM TDB
30	L33	340	USPAT; US-PGPUB; EPO; JPO; DERWENT;
31	L34	0	USPAT; US-PGPUB; EPO; JPO; DERWENT;
32	L35	697	IBM TDB
33	L36	22	USPAT; US-PGPUB; EPO; JPO; DERWENT;
34	L37	7584	USPAT; US-PGPUB; EPO; JPO; DERWENT;
35	L38	11302	IBM TDB
36	L39	197	USPAT; US-PGPUB; EPO; JPO; DERWENT;

L #	Hits	Search Text	DBs
37	L41	31230 strength near signal	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
38	L42	16761 contact adj position	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
39	L43	38 41 and 42	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
1	L1	109047 image adj processing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
2	L2	3 whacking adj game	USPAT; US-PGPUB; EPO; JPO; DERWENT;
3	L3	2 5026051.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
4	L4	2 5390938.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT;
5	L5	7874 game adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT;
6	L6	9003 game adj apparatus	USPAT; US-PGPUB; EPO; JPO; DERWENT;
7	L7	12 game and whacking	USPAT; US-PGPUB; EPO; JPO; DERWENT;
8	L8	1928 (strike or striking) near object	USPAT; US-PGPUB; EPO; JPO; DERWENT;
9	L9	39 (5 or 6) and 8	USPAT; US-PGPUB; EPO; JPO; DERWENT;
10	L10	118636 input adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT;
11	L11	409 hammer and 10	USPAT; US-PGPUB; EPO; JPO; DERWENT;
12	L12	6 (5 or 6) and 11	USPAT; US-PGPUB; EPO; JPO; DERWENT;

L #	Hits	Search Text	DBs
13	L13	3225 (345/156-158).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
14	L14	1829 (345/173).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
15	L15	153 (345/177).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
16	L16	200 (345/207).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
17	L17	802 (178/18.01).ccls	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
18	L18	227 (178/18.04).ccls	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
19	L19	5658 13 or 14 or 15 or 16 or 17 or 18	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
20	L21	196 463/7.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
21	L22	126 463/23.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
22	L23	750 463/36-38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
23	L24	21938 (strike or striking) and target	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
24	L25	79 (21 or 22 or 23 or 19) and 24	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
25	L28	display and (protective adj glass)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
26	L29	29	USPAT; US-PGPUB; EPO; JPO; DERWENT;
27	L30	2544	IBM TDB
28	L31	hit near target	USPAT; US-PGPUB; EPO; JPO; DERWENT;
29	L32	1	IBM TDB
30	L34	28 and 30	USPAT; US-PGPUB; EPO; JPO; DERWENT;
31	L35	449	IBM TDB
32	L36	0	USPAT; US-PGPUB; EPO; JPO; DERWENT;
33	L37	32 and 33	IBM TDB
34	L38	697	USPAT; US-PGPUB; EPO; JPO; DERWENT;
35	L39	ultrasonic adj emitter	IBM TDB
36	L41	7584	USPAT; US-PGPUB; EPO; JPO; DERWENT;
		1 and 10	IBM TDB
		object near movement	USPAT; US-PGPUB; EPO; JPO; DERWENT;
		11302	IBM TDB
			USPAT; US-PGPUB; EPO; JPO; DERWENT;
		37 and 38	IBM TDB
		strength near signal	USPAT; US-PGPUB; EPO; JPO; DERWENT;
		31230	IBM TDB

L #	Hits	Search Text	DBs
37	L42	16761 contact adj position	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
38	L43	38 41 and 42	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
39	L44	152 hammer and 8	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
40	L46	0 44 and 45	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
41	L47	186 463/\$.cc1s. and 30	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
42	L48	6 38 and 47	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
43	L45	30 whacking	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
44	L33	340 vibration adj switch	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
45	L49	3 463/\$.cc1s. and 33	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

	Issue Date	Page s	Title	Document ID	Current OR	Current XRef
1	20021022	48	Shooting game machine	US 6467772 B2	273/355	273/356; 273/357; 273/440
2	19991019	12	Variable jackpot amusement game	US 5967515 A	273/138.2	273/138.4; 273/366; 273/368; 273/390; 273/440; 273/454
3	19990817	15	Amusement system	US 5938204 A	273/440	273/440
4	19980113	14	Amusement system	US 5707063 A	273/460	273/454
5	19801216	4	Firearm training device	US 4239233 A	273/383	124/17; 273/440; 434/16
6	19801118	6	Round-about game apparatus	US 4234181 A	273/440	273/DIG.26
7	19730828	8	ROUND-ABOUT GAME APPARATUS	US 3754759 A	273/440	273/441
8	19710713	4	WATER SPORT PLATFORMS	US 3592468 A	463/47.1	114/346; 114/364; 244/99; 273/350; 441/40; 441/66; 441/67; 472/129

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right

L #	Hits	Search Text	DBs
1	L1	109047	image adj processing
2	L2	3	whacking adj game
3	L3	2	5026051.pn.
4	L4	2	5390938.pn.
5	L5	7874	game adj device
6	L6	9003	game adj apparatus
7	L7	12	game and whacking
8	L8	1928	(strike or striking) near object
9	L9	39	(5 or 6) and 8
10	L10	118636	input adj device
11	L11	409	hammer and 10
12	L12	6	(5 or 6) and 11

L #	Hits	Search Text	DBs
13	L13	3225 (345/156-158).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
14	L14	1829 (345/173).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
15	L15	153 (345/177).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
16	L16	200 (345/207).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
17	L17	802 (178/18.01).ccls	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
18	L18	227 (178/18.04).ccls	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
19	L19	5658 13 or 14 or 15 or 16 or 17 or 18	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
20	L21	196 463/7.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
21	L22	126 463/23.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
22	L23	750 463/36-38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
23	L24	21938 (strike or striking) and target	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
24	L25	79 (21 or 22 or 23 or 19) and 24	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
25	L28	438	display and (protective adj glass)
26	L29	29	10 and 28
27	L30	2544	hit near target
28	L31	1	28 and 30
29	L32	449	photodetector and photoreceiver
30	L34	0	32 and 33
31	L35	697	ultrasonic adj emitter
32	L36	22	24 and 35
33	L37	7584	1 and 10
34	L38	11302	object near movement
35	L39	197	37 and 38
36	L41	31230	strength near signal

L #	Hits	Search Text	DBs
37	L42	16761 contact adj position	USPAT; US-PGPJB; EPO; JPO; DERWENT; IBM TDB
38	L43	38 41 and 42	USPAT; US-PGPJB; EPO; JPO; DERWENT;
39	L44	152 hammer and 8	USPAT; US-PGPJB; EPO; JPO; DERWENT; IBM TDB
40	L46	0 44 and 45	USPAT; US-PGPJB; EPO; JPO; DERWENT;
41	L47	186 463/\$.cc1s. and 30	USPAT; US-PGPJB; EPO; JPO; DERWENT;
42	L48	6 38 and 47	USPAT; US-PGPJB; EPO; JPO; DERWENT;
43	L45	30 whacking	USPAT; US-PGPJB; EPO; JPO; DERWENT;
44	L33	340 vibration adj switch	USPAT; US-PGPJB; EPO; JPO; DERWENT;
45	L49	3 463/\$.cc1s. and 33	USPAT; US-PGPJB; EPO; JPO; DERWENT;
46	L50	103 273/446.cc1s.	USPAT; US-PGPJB; EPO; JPO; DERWENT;
47	L51	4 30 and 50	USPAT; US-PGPJB; EPO; JPO; DERWENT;
48	L52	210 273/447.cc1s.	USPAT; US-PGPJB; EPO; JPO; DERWENT;

	L #	Hits	Search Text	DBs
49	L53	0	30 and 52	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
50	L54	8	30 and (273/440.ccls.)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
51	L55	64	463/8.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
52	L56	646	(463/30-31).ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
53	L57	688	55 or 56	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
54	L58	18	30 and 57	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
55	L64	0	33 and 63	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
56	L65	14	(24 or 30) and 63	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
57	L63	58	463/49.ccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB

L #	Hits	Search Text	DBs
1	L1	109047 image adj processing	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
2	L2	3 whacking adj game	USPAT; US-PGPUB; EPO; JPO; DERWENT;
3	L3	2 5026051.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
4	L4	2 5390938.pn.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
5	L5	7874 game adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT;
6	L6	9003 game adj apparatus	USPAT; US-PGPUB; EPO; JPO; DERWENT;
7	L7	12 game and whacking	USPAT; US-PGPUB; EPO; JPO; DERWENT;
8	L8	1928 (strike or striking) near object	USPAT; US-PGPUB; EPO; JPO; DERWENT;
9	L9	39 (5 or 6) and 8	USPAT; US-PGPUB; EPO; JPO; DERWENT;
10	L10	118636 input adj device	USPAT; US-PGPUB; EPO; JPO; DERWENT;
11	L11	409 hammer and 10	USPAT; US-PGPUB; EPO; JPO; DERWENT;
12	L12	6 (5 or 6) and 11	USPAT; US-PGPUB; EPO; JPO; DERWENT;

L #	Hits	Search Text	DBs
13	L13	3225 (345/156-158).ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT; IBM TDB
14	L14	1829 (345/173).ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
15	L15	153 (345/177).ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
16	L16	200 (345/207).ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
17	L17	802 (178/18.01).ccls	USPAT; US-PGPUB; EPO; JPO; DERVENT;
18	L18	227 (178/18.04).ccls	USPAT; US-PGPUB; EPO; JPO; DERVENT;
19	L19	5658 13 or 14 or 15 or 16 or 17 or 18	USPAT; US-PGPUB; EPO; JPO; DERVENT;
20	L21	196 463/7.ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
21	L22	126 463/23.ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
22	L23	750 463/36-38.ccls.	USPAT; US-PGPUB; EPO; JPO; DERVENT;
23	L24	21938 (strike or striking) and target	USPAT; US-PGPUB; EPO; JPO; DERVENT;
24	L25	79 (21 or 22 or 23 or 19) and 24	USPAT; US-PGPUB; EPO; JPO; DERVENT;

L #	Hits	Search Text	DBs
25	L28	438 display and (protective adj glass)	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
26	L29	29 10 and 28	USPAT; US-PGPUB; EPO; JPO; DERWENT;
27	L30	2544 hit near target	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
28	L31	1 28 and 30	USPAT; US-PGPUB; EPO; JPO; DERWENT;
29	L32	449 photodetector and photoreceiver	USPAT; US-PGPUB; EPO; JPO; DERWENT;
30	L34	0 32 and 33	USPAT; US-PGPUB; EPO; JPO; DERWENT;
31	L35	697 ultrasonic adj emitter	USPAT; US-PGPUB; EPO; JPO; DERWENT;
32	L36	22 24 and 35	USPAT; US-PGPUB; EPO; JPO; DERWENT;
33	L37	7584 1 and 10	USPAT; US-PGPUB; EPO; JPO; DERWENT;
34	L38	11302 object near movement	USPAT; US-PGPUB; EPO; JPO; DERWENT;
35	L39	197 37 and 38	USPAT; US-PGPUB; EPO; JPO; DERWENT;
36	L41	31230 strength near signal	USPAT; US-PGPUB; EPO; JPO; DERWENT;

L #	Hits	Search Text	DBs
37	L42	16761 contact adj position	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
38	L43	38 41 and 42	USPAT; US-PGPUB; EPO; JPO; DERWENT;
39	L44	152 hammer and 8	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
40	L46	0 44 and 45	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
41	L47	186 463/\$.cc1s. and 30	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
42	L48	6 38 and 47	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
43	L45	30 whacking	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
44	L33	340 vibration adj switch	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
45	L49	3 463/\$.cc1s. and 33	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
46	L50	103 273/446.cc1s.	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
47	L51	4 30 and 50	IBM TDB USPAT; US-PGPUB; EPO; JPO; DERWENT;
48	L52	210 273/447.cc1s.	IBM TDB

L #	Hits	Search Text	DBs
49	L53	0	30 and 52
50	L54	8	30 and (273/440.ccls.)
51	L55	64	463/8.ccls.
52	L56	646	(463/30-31).ccls.
53	L57	688	55 or 56
54	L58	18	30 and 57
55	L64	0	33 and 63
56	L65	14	(24 or 30) and 63
57	L63	58	463/49.ccls.
58	L67	382	273/156.ccls.
59	L70	0	32 and 463/\$.ccls.
60	L71	5	35 and 463/\$.ccls.

L #	Hits	Search Text	DBs
61	L68	441	30 and 273/\$.ccls. USPAT; US-PGPUB; EPO; JPO; DERVENT; IBM TDB
62	L72	86	273/369.ccls. USPAT; US-PGPUB; EPO; JPO; DERVENT; IBM TDB
63	L73	133	463/52.ccls. USPAT; US-PGPUB; EPO; JPO; DERVENT; IBM TDB
64	L74	1	8 and 73 USPAT; US-PGPUB; EPO; JPO; DERVENT; IBM TDB

Type	L #	Hits	Search Text	DBs
1	BRS	L1	103	273/446.cc1s.
2	BRS	L2	52435	game adj machine
3	BRS	L3	8479	game adj apparatus
4	BRS	L4	2	whacking near game
5	BRS	L5	5252	463/\$.cc1s.
6	BRS	L6	33495	273/\$.cc1s.
7	BRS	L7	534	vibration near switch
8	BRS	L8	5	7 and (5 or 6)
9	BRS	L9	4206	contact near input
10	BRS	L10	371	display and (protective adj glass)
11	BRS	L11	1	5 and 10
12	BRS	L13	115	463/23.cc1s.
13	BRS	L14	132	whack\$4
14	BRS	L15	8	5 and 14
15	BRS	L16	49	463/49.cc1s.
16	BRS	L17	256	463/50-52.cc1s.
17	BRS	L18	17366	moving adj object
18	BRS	L19	10	18 and (16 or 17)

Type	L #	Hits	Search Text	DBs
19	BRS	L20	1387 hit\$4 and 18	USPAT; EPO; JPO; DERWENT; IBM TDB
20	BRS	L21	74 5 and 20	USPAT; EPO; JPO; DERWENT; IBM TDB
21	BRS	L23	653 (463/30-31) .cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
22	BRS	L24	755 (463/36-38) .cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
23	BRS	L25	385 (463/43) .cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
24	BRS	L26	199 (463/46) .cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
25	BRS	L27	3244 (345/156-158) .cccls.	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
26	BRS	L28	2001 16 or 17 or 23 or 24 or 25 or 26	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
27	BRS	L29	5097 27 or 28	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
28	BRS	L30	2821 movable adj object	USPAT; US-PGPUB; EPO; JPO; DERWENT; IBM TDB
29	BRS	L31	0 10 and 30	USPAT; EPO; JPO; DERWENT; IBM TDB
30	BRS	L32	3 5624117.pn.	USPAT; EPO; JPO; DERWENT; IBM TDB
31	BRS	L33	1 5221243.pn.	USPAT; EPO; JPO; DERWENT; IBM TDB
32	BRS	L34	2 4353545.pn.	USPAT; EPO; JPO; DERWENT; IBM TDB

Type	L #	Hits	Search Text	DBs
33	BRS	L35	665 movable near target	USPAT; EPO; JPO; DERWENT; IBM TDB
34	BRS	L36	3597 striks4 near target	USPAT; EPO; JPO; DERWENT; IBM TDB
35	BRS	L37	27 17 and 36	USPAT; EPO; JPO; DERWENT; IBM TDB